



Learned Vertex Descent: A New Direction for 3D Human Model Fitting

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Motivation:

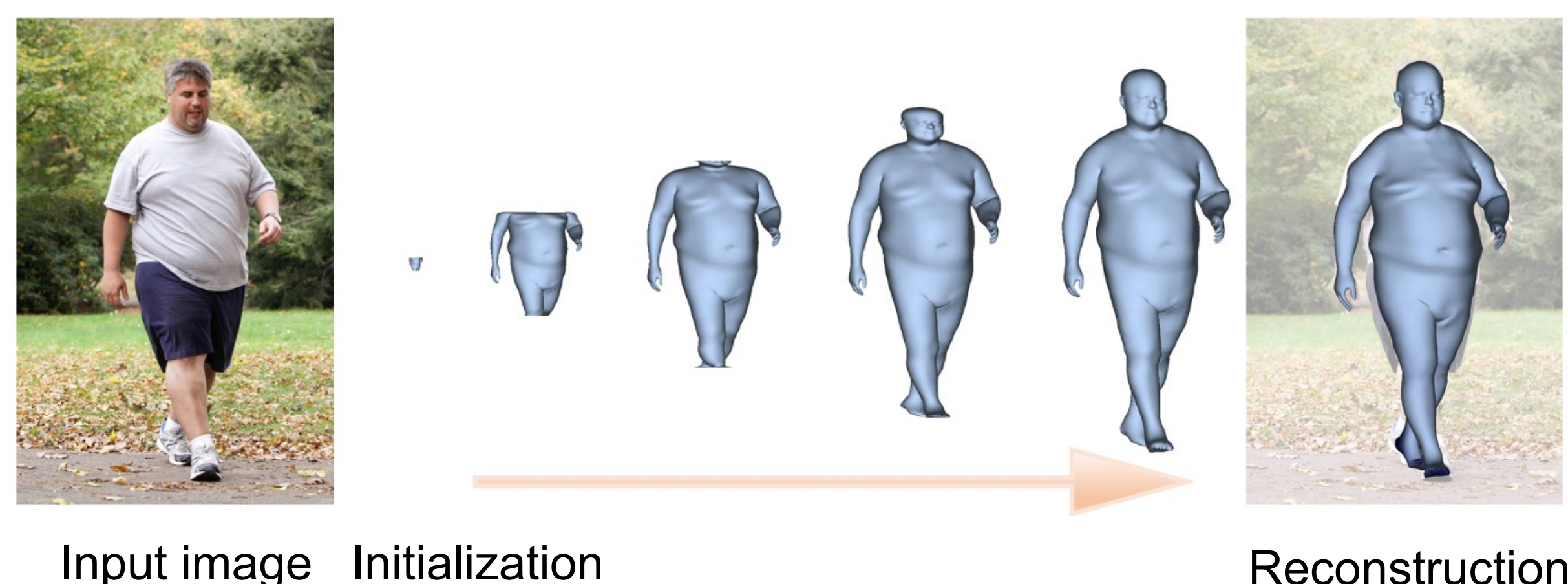
Optimization [1]

Learning-based [2, 3]

- | | |
|--|--|
| ✓ Fits input well | ✓ Poses are accurate |
| ✓ Represents shapes that are far from the mean | ✓ Fast |
| ✗ Often trapped in local minima | ✗ Strong bias towards average body shape |
| ✗ Slow | |

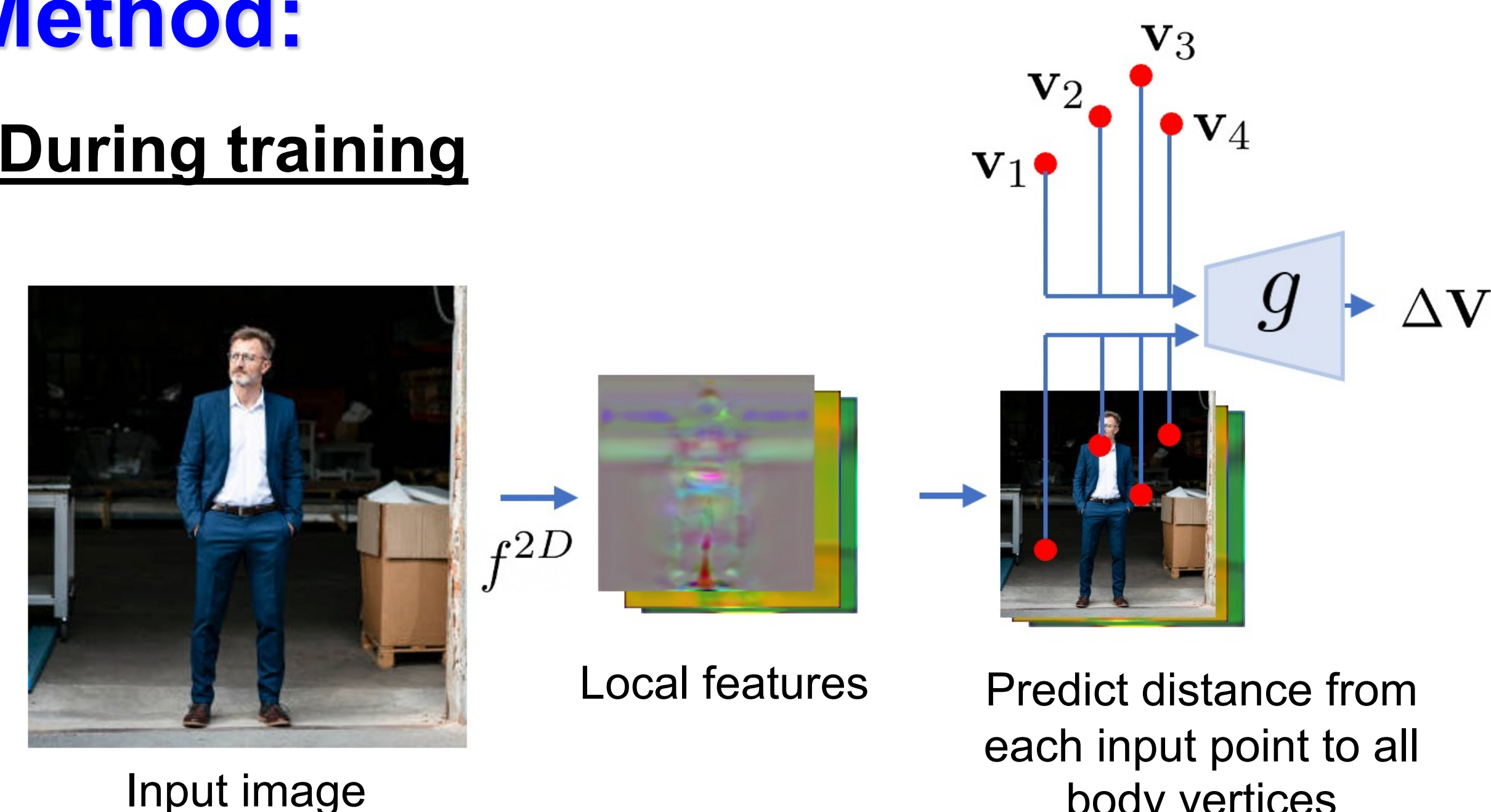
Learned Vertex Descent:

- ① Novel learning-based optimization where a network predicts vertex direction towards global minima.
- ② Optimization is **fast**, does not require hand-crafted objective functions, and is **not sensitive to initialization**.
- ③ State-of-the-art results in body shape estimation from a single image.
- ④ The proposed formulation can be easily adapted to other domains, achieving state-of-the-art results in body and hand registration given input 3D scans.

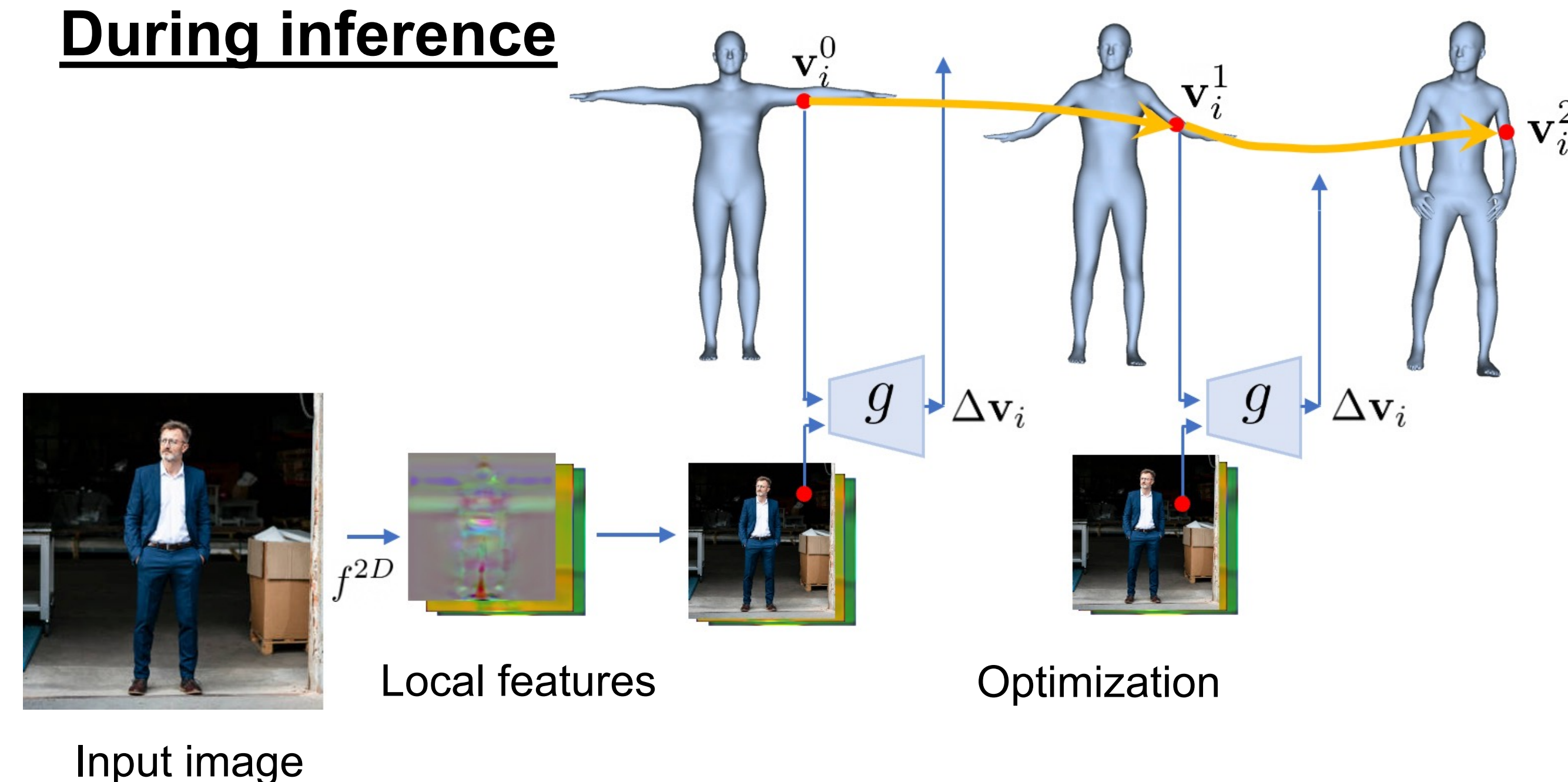


Method:

During training

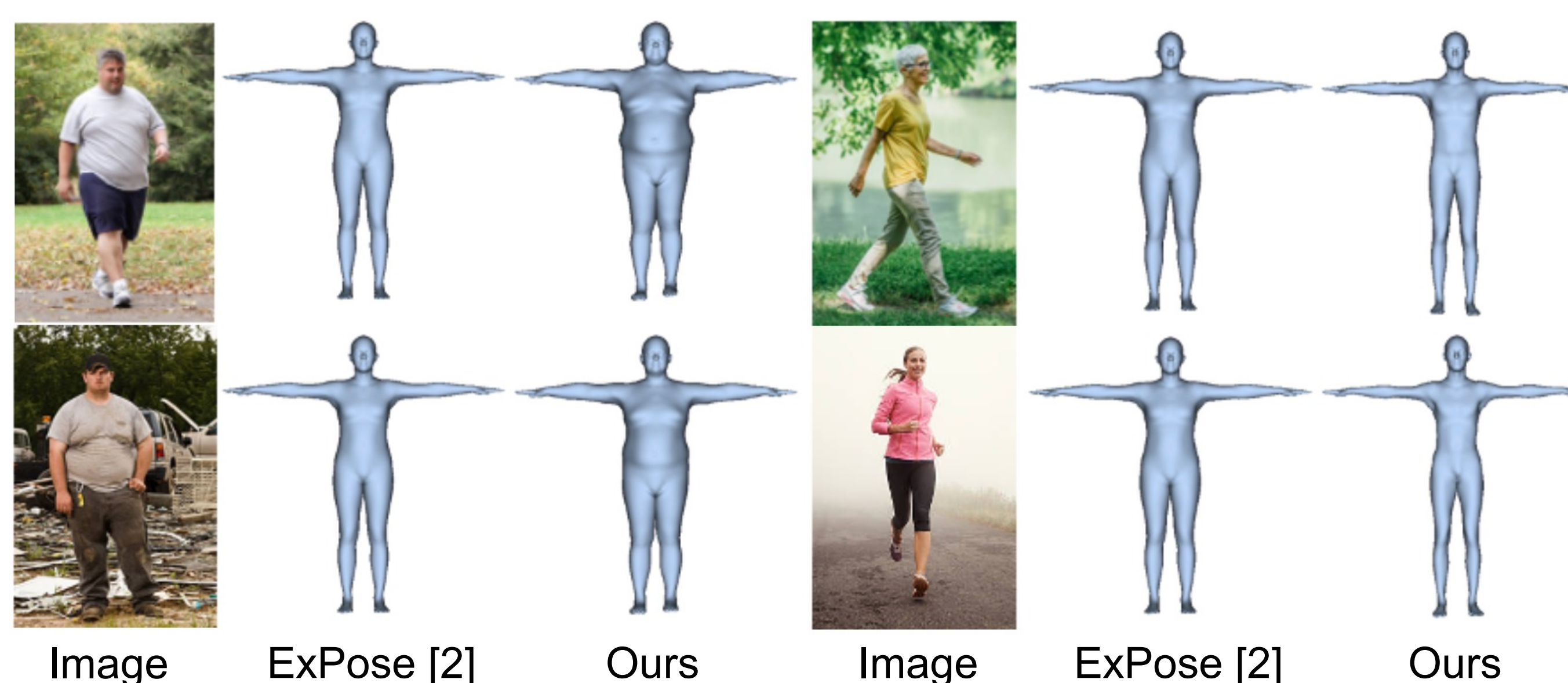


During inference



- ① MLP predicts clipped direction towards global minima
- ② The use of local features ensures that the 3D reconstruction will be aligned with the input image

Body shape estimation:

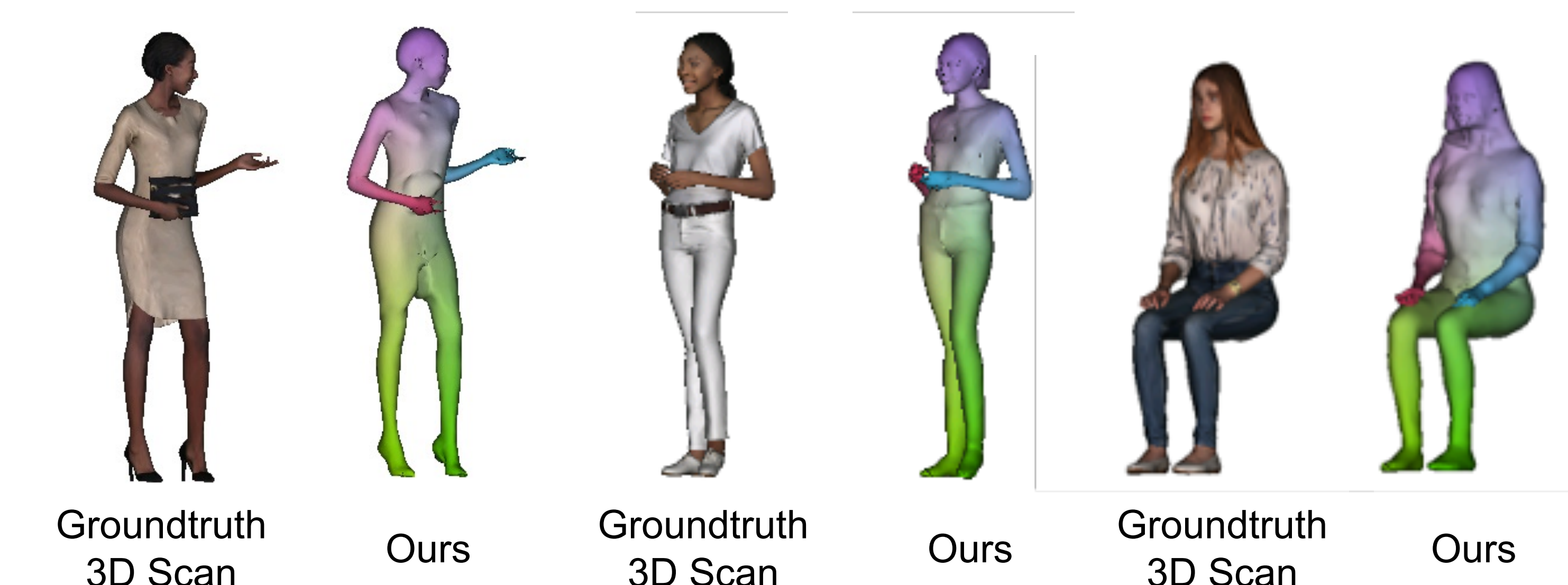


Results:

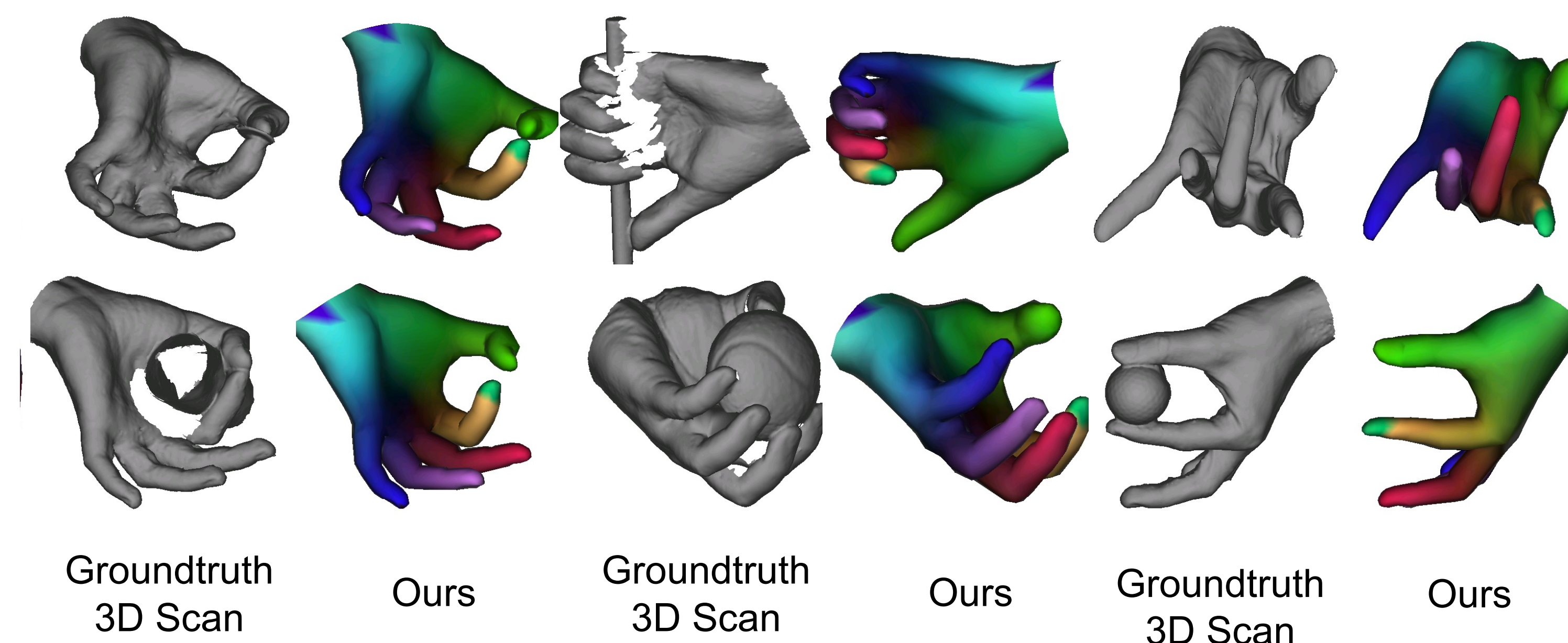
SMPL estimation from monocular images



Body registration from input point clouds



Hand registration from input point clouds



References:

- [1] SMPL-X, CVPR 2019
- [2] ExPose, ECCV 2020
- [3] ProHMR, ICCV 2021

